

SunTrust Sunday Jazz Brunch Marketing Booth Application 1st Sunday of each month

City of Fort Lauderdale Parks and Recreation Department

MARKETING BOOTH APPLICATION

Corporation Name:	Contact Name:	
Address:	City, State, Zip:	
Telephone:	Fax:	E-Mail:
What is the nature of your business	i?	
What are you promoting?		
PLEASE ENCLOSE PICTURES OF YO	OUR MARKETING BOOTH.	. How are you handing out materials?
Are you giving away items, gifts or	prizes? If yes, please ex	plain:
MARKETING BOOTH Each booth includes 10 X 10 White tent 10 X Please indicate the number of mont Which months:	10 Booth Per Month ths you wish to have the	\$750.00 \$
space availability. **All booths	weeks prior to each n s are assigned on a fir	the sales tax + \$ \$ month. Applications and booth locations are subject to rest come, first serve basis. Handouts and samples are n of materials is permitted throughout the event site.
PAYMENT TERMS: A check for th	ne full amount including to City of Fort Lauderdal Mail to Attn: Debbie	ax must accompany this application. No refunds. le Parks and Recreation Department Gasperic/Jazz Brunch roward Blvd.
		dale, FL 33312
sponsors, of and from any and a damage to the person or persons of City of Fort Lauderdale. I hereby of Festival Coordinator will have final the Festival is cancelled due to incontrol. I further understand that r	Il manner of action, suit or property of the unders consent to all rules and re authority. If accepted, la clement weather or othe my fee will not be refunde	release and hold harmless the City of Fort Lauderdale and its ts, damages, or claims whatsoever arising from any loss or signed while in the possession or under the supervision of the egulations established for the festival and understand that the I understand that my fee will not be refunded if all or part of or acts of God over which the City of Fort Lauderdale has no ed if I am accepted and choose not to attend. Accepted this
Corporation Name (Please print)	City of Fo	ort Lauderdale
Signature	Signature	3
Date	 Date	